PLAY TRONICS™

Love Pets™

Instructions

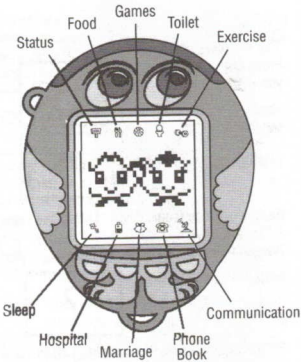
Congratulations! You are now the proud owner of the "Love Pets", the fun interactive, wireless Virtual Pet Game, who can communicate with other "Love Pets".

It is the only wireless Pet with both "Voice" and real "2 Player Game" functions!

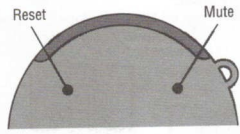
The first objective of the game is to take very good care of your cute Alien Pet and to raise it so it grows up to be a happy and healthy adult. It needs lots of attention!

Next you must communicate with many other "Love Pets" and try to get the highest "Friendship" score with as many friends as you can in the shortest possible time.

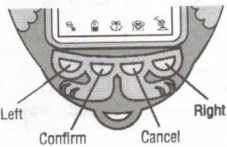
If you Friendship score is high enough, and you like one of the other Pets very much, you may qualify to get married! Once you are married, and you take good care of your partner, you may actually have a baby!



Front View



Back View



Front View

How to start the Game
Pull out the tab from the back of the game and your Love Pet will appear in a great opening scene.

Set the Language
Choose the language you want to play in, English, French, German, Italian or Spanish.
(1) Press **Left** or **Right** key, to select the language
(2) Press **Confirm** key to confirm your selection

Set Time Mode
Choose American or European time mode:
Press **Right / Left** to set 12 hour or 24 hour mode
Press **Confirm**

Set Clock
Press **Right** to set hours : Press **Left** to set minutes
Press **Confirm**
When you are playing, you can check the time by Pressing **Cancel**

Choose Boy or Girl
After setting the name LCD will display and flash "GIRL"
Press **Right / Left** to toggle between GIRL and BOY
Press **Confirm**

Set Name
After setting the clock, LCD will display and flash "NAME"
Press **Left** and letters will be displayed Z, Y, X etc.
Press **Right** and letters will be displayed A, B, C etc.
Press **Confirm** to go to next letter
A name can be at most 5 letters
Blanc name is not allowed

Set Sleeping Time
Choose what time you want your Pet to go to sleep, sleep time is 12 hours
Right / Left toggles between 7 pm, 8 pm, 9 pm (for American time mode) and 1900, 2000, 2100 for European mode
Press **Confirm**

The LCD screen
The LCD screen is your Pet's "home", you will see the Pet move about the screen and do its daily routine.

Press the **Right** and **Left** keys to light up the Icons around the screen. These Icons represent all the different activities that allow you to interact with your Pet.

How To Play

These instructions will help you along the way. We will give you some rules to follow and some hints. But some things you have to figure out yourself! Everything you do or don't do will affect your score.

In the first part of the game, first 3 to 4 days, you have to take care of your Pet, like any other Pet, so that it grows into a happy and healthy adult. You must feed it, play with it, bathe it, go the hospital when it becomes sick and make sure it gets enough exercise.

At certain times, your Pet will require a certain type of attention from you. It will call out to you and you will hear a clear "Beep" SURPRISE! If you really take good care of your Pet, it will surprise you, call your attention and do something for you, ... When? ..... thats, a Surprise!

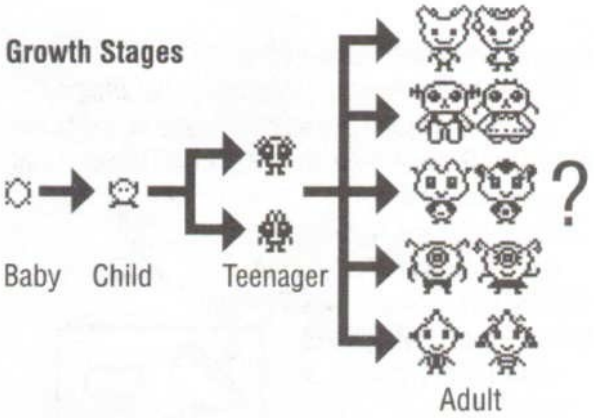
But, if you really neglect it or wait too long to do some things you should be doing, ... It may die, just like any Pet.

The most fun part of the game is that you can communicate with your friends "Love Pets", by sending messages, playing games, sending gifts (good ones and bad ones) going on dates, dancing and more. What you send and how often you send will determine how the other Pet will feel about you and increase or decrease your "Friendship Score".

As Time goes by and your score increases, you will be able to communicate more and do more with your friends and again increase your score. Everything which is send, good or bad, is recorded into a "Friendship" score. **Right** from day 1, you can already send messages and play games.

A "PhoneBook" records all the information and allows you to keep track of who you have communicated with, what they look like and what the "Friendship" score is for each of your friends.

Growth Stages



What will your Pet look like when it becomes and adult? .....
That depends on how good you take care of it !!

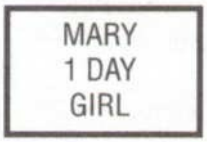
Status

Here you can get information about your Pet and see how its doing.

Hungry
level of hunger,
the more full, the better

Happy
level of happiness,
the more full, the better

Healthy
level of health,
the more full, the better



(Name)
(How Old)
(Boy or Girl)

Food

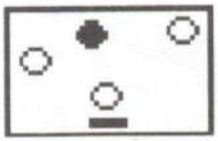
When you selct this activity, you will be given a choice of foods, healthy and not so healthy (but tastes very good!)
Press **Left / Right** to select food
Press **Confirm** to eat

Games

There are 2 games to select from "follow me" and "catch the ball" These are "single player" games, which you play against the unit.

Follow Me
The screen is divided into 4 vertical bars.

The game will automatically light up these Bars in a preset sequence. Your job is to "follow", repeat the same sequence, by pressing the corresponding control keys.



Catch The Ball
White and Black balls fall from top to bottom. You must try to catch he white balls, by moving the paddle from Left to Right (use **Left** and **Right**) keys. The more white balls you catch, the higher your score. Avoid the black balls!

Toilet
Here you can choose among 2 acivities "Toilet" and "Bath"

TOILET: when you Pet makes a mess by leaving droppings, you have to clean up after him

BATH: Everybody needs to start the day with a nice Bath. Also, after exercising, a nice long bath will clean and refresh, although some Pets may not like to take a bath.

Press **Right** / **Left** to select bath or toilet
Press **Confirm**

Exercise
From the 3rd day onwards, you can start to exercise your Pet. There are 3 different types of exercises, running, weightlifting and cycling. The Pet will automatically select which exercise it wants to do.

Cycling

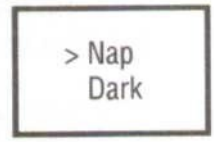
Weightlifting

Jogging

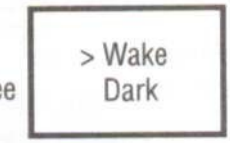
You must exercise everyday to stay healthy and happy and to loose weight. Maybe your pet will get hungry after all this exercise?

Sleep
Your Pet will automatically go to sleep for 12 hours at night at the time you have selected at the beginning (7, 8, or 9 p.m.).
Make sure to put out the light after he goes to sleep!

Choose "Dark" and **Confirm** to put the light out.
Confirm and you will see



Your Pet needs a good nap during the day. Don't forget!
You can wake him up any time during his nap by pressing **Confirm** again, you will then see



Choose "Wake" and **Confirm**

Marriage
If your Pet really likes another Pet, it may want to get married. Only Pets of the opposite sex can marry (Boy and Girl) You can only get married to another Pet if your friendship score for that same Pet is high enough. (More than 700 points and less than 900) **Both players must have the same high score**.

As in real life, your Pet has to ask the other Pet if he / she wants to get married, or the other Pet may ask you. This marriage request can be accepted or refused.

1) Press Marriage
If any of your friends of the opposite sex has a score high enough to qualify to get married, you will see their name and score

(friends name)
(Number of points)

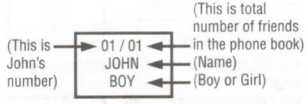
2) Alert Sally you want to send something, RECEIVER SALLY now has to go into receiving mode (see "How to send and receive")

3) Press **Confirm** if you want to ask her to get married

4) RECEIVER will see the words ..... MARRY?

5) If RECEIVER SALLY agrees to get married, She presses **Confirm** and both will see the marriage scene on their screen

PhoneBook
This is where all the information is stored about all the friends you have communicated with, what they look like and the "Friendship" score for each friend.
Press PhoneBook Icon
Press **Right / Left** to see



Press **Confirm** and you will see ..... image of Pet ..... (this is what John looks like)

Press **Confirm** and you will see

Communications
To send and receive messages and gifts to and from another "Love Pet" unit, you and your friend must point the front part of the units to each other, the distance between the 2 units should be 1 to 2 feet (30 cm to 60 cm) maximum

You can communicate and send 4 different types of images:

Press **Confirm** you will see

1)

Messages
Press **Right** and you will see

2)

Dating
Press **Right** and you will see

3)

Gifts
Press **Right** and you will see

4)

2 Player Games
Press **Right** and you will see

RECEIVING MODE You have to press this if you want to receive a message.

PLEASE NOTE
From day 1 of the game, you can send and receive "Messages" and "Games"
From Day 2 you can send Gifts
From Day 4 you can go on Dates

But you can only start sending / receiving "Gifts" and "Dates" once your "Freindship" score is high enough. You need more points to send "Dates" and for some types of Dates, you need more points than others ..... try and find out!

- You can only send weight on day 3.
- You can start dating when the Friendship point is 200. Some types of dates require 300 points.

Message

Press **Confirm** and you will see

Press **Right** and you will see

Press **Right** and you will see

Press **Right** and you will see

Press **Right** and you will see

Press **Right** and you will see

How to Send and Receive:

1) The SENDER first has to decide what image he / she wants to send and get this image on the screen
2) SENDER must then alert RECEIVER he / she is going to send
3) RECEIVER must then go into "Receiver Mode" and press
4) SENDER then presses **Confirm**
5) Both the SENDER and RECEIVER will then see

while the image is being sent....

6) If succesful, receiver will see the image on his / her screen
7) If not succesful, both SENDER and RECEIVER will see

Dating

Press **Confirm** and you will see

Dancing

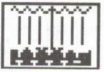
Press **Right** and you will see

Dinner

Press **Right** and you will see

Kiss

Press **Right** and you will see

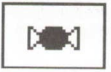


Movies

To send and receive, follow the same steps as for message

Gifts

Press **Confirm** and you will see

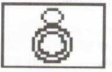


Candy

Press **Right** and you will see

Flowers

Press **Right** and you will see



Ring

Press **Right** and you will see

Weight

Press **Right** and you will see

Pimples

Press **Right** and you will see

Virus

To send and receive, follow the same steps as for Message
To get rid of weight, you must exercise
To get rid of pimples, you must go to the hospital

SECRET HINT:

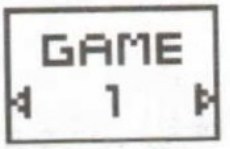
There is a way in which you can accelerate the time, like going to day 2, day 3, etc.
How? We can't tell you, otherwise it would not be a secret anymore (**last hint**: think "time /clock").

Games

There are 2, 2 Player Games, which you play together with your friend.

Press **Confirm** and you will see

Press **Confirm** and you will see



Press **Right** and you will see

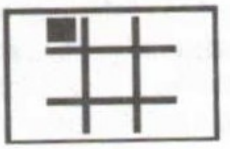
<Game 1>

This is the Game "Tic Tac Toe"

Press **Confirm** you will see this

RECEIVER also sees the same

SENDER will see this



SENDER presses **Right** / **Left** to move black box around the screen, to position where you want it
Press **Confirm** to choose location and send

RECEIVER will now see the SENDER'S selection

RECEIVER must press **Right** / **Left** to make his selection and
Press **Confirm** to confirm this selection and send

This procedure is then repeated for SENDER and RECEIVER

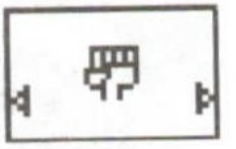
<Game 2>

This is "Rock, Paper, Scissors" Game

Press **Confirm** and you will see this

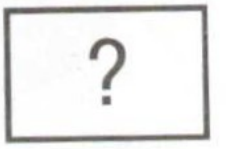
The RECEIVER will now see the same

SENDER will see a ROCK



then he can also toggle **Right** / **Left** to see Paper & Scissors
Press **Confirm** to send selected image

RECEIVER will now see



RECEIVER must now Press **Right** / **Left** to make his own choice
RECEIVER presses **Confirm** to send his selection

Both players will then see the result of both selections on their screen and the computer will tell them if they LOSE or WIN

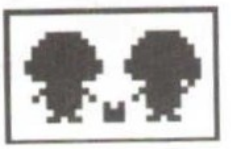
PLEASE NOTE

We recommend that you don't play these 2 Player Games longer than half an hour a day. Otherwise this may affect the battery life.

Game Over

The game is over when your pet dies or after the married couple has a baby. Your pet can die if you don't take good care of it. If it dies, you should restart the game, try again and pay close attention.

Your pet will have a baby, after it is married and after it has enough Friendship points. (both need 1300 points) Once this happens, you will see the "Baby Scene". After this, you will see an image of the parents and the baby, taking off in the spaceship.



- If you don't get married, the game will be over in 10 days.
- If you do get married but don't reach enough points to have a baby, the game will be over after 14 days.

Restarting The Game
If your pet dies, or if the game is finished, or if you just want to start over from the beginning, press the RESET button on the back of the casing with a pointed object such as a pen.

Replacing The Battery
To replace battery (requires 1 CR-2032), remove the battery compartment cover at the back of the game (To remove cover, unscrew in anti-clockwise direction), then insert a new battery.

Caution
Battery should be replaced by an adult. Not suitable for children under 36 months. Keep batteries away from children.

To Ensure Proper Function
- Do not mix old and new batteries
- Do not mix alkaline, standard or rechargeable batteries
- Battery installation should be done by adult
- Non-rechargeable batteries are not to recharged
- Rechargeable batteries are to be removed from the toy before being charged (if removable)
- Rechargeable batteries are only to be charged under adult supervision
- Only batteries of the same or equivalent type as recommended are to be used
- Battery is to be inserted with the correct polarity
- Exhausted batteries are to be removed from the toy
- The supply terminals are not to be short-circuited

90-Days Limited Warranty
Playtronics Ltd. warrants to the original consumer of any of its electronic games or toys that the product will be free of defects in material or workmanship for 90 days from the date of original purchase. Batteries are not included in the warranty.

During this 90-days warranty period, the product will either be repaired or replaced (at our option) without charge to the purchaser when returned either to the dealer with proof of the date of purchase or to Playtronics Ltd. when returned prepaid and insured with proof of date of purchase.

Product returned to Playtronics Ltd. without original receipt or after the 90-days warranty has expired but prior to the year from the original date of purchase will be repaired or replaced (at our option) for a service charge of US$4.00 per game. Make check or money order payable to Playtronics Ltd.

Playtronics Ltd. will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any supplied warranties are limited in duration to the 90-days period from the original date of purchase.

All products returned must be shipped prepaid and insured for loss or damaged to:

Playtronics Ltd.
5/F, Po Cheong Commercial Building,
29 Prat Avenue, Tsimshatsui, Kowloon, Hong Kong.

1. Pack the product carefully in the original box or use a good quality carton with packing materials.
2. Include a letter with a complete description of the defect, a check if product is beyond the 90-days warranty and your printed name, address and telephone number.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damages resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.